

FunFlips -Memory Game Reimagined

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THE
EVEREST

Why change is needed?

Traditional memory games =
repetitive, not engaging, low learning
value

Parents & teachers need more



Introducing - FunFlips

“Learning. Fun. For Everyone.”

Dynamic, customizable, and fun

Designed for learning and play



Our Audience



TEACHERS

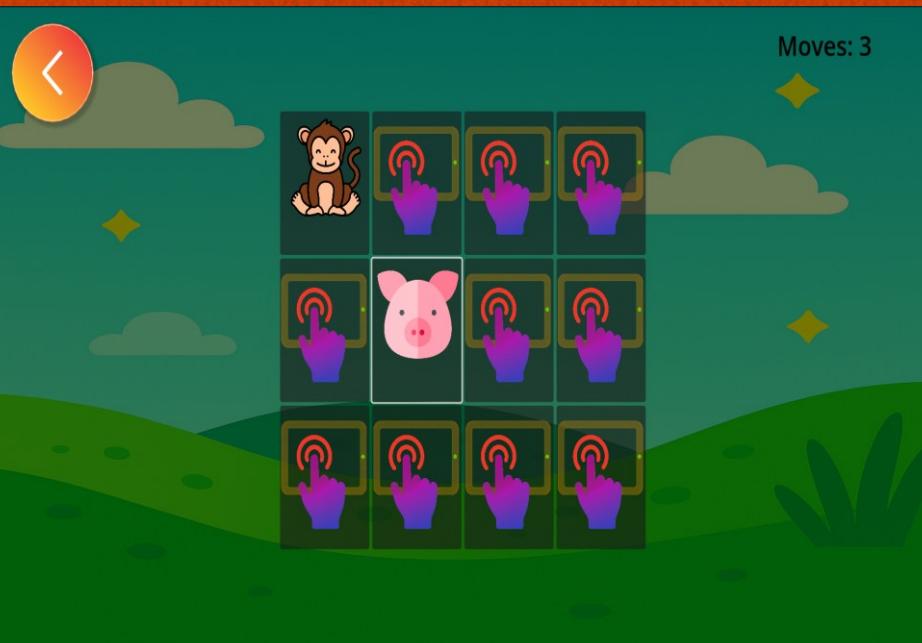
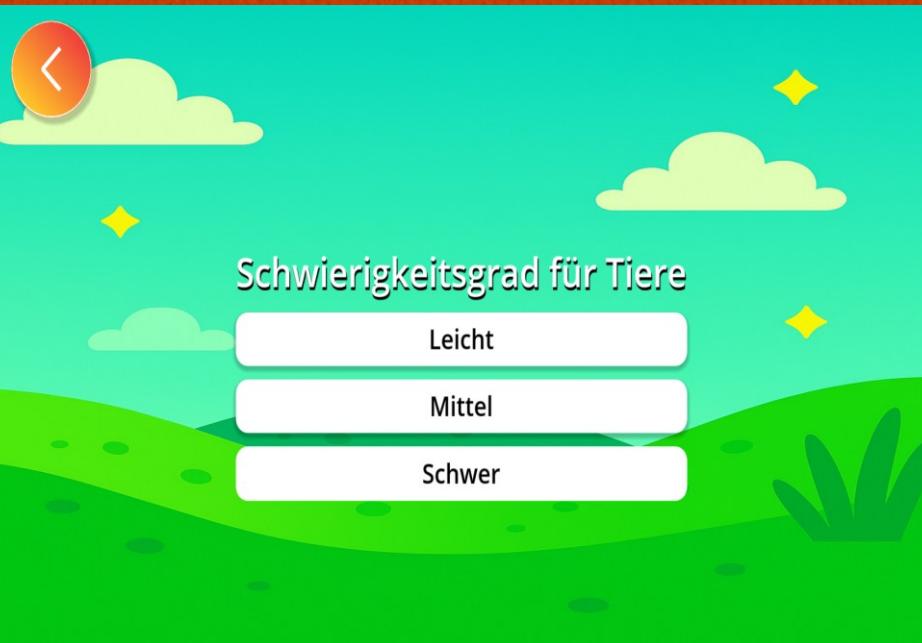
CHILDREN (4 to 6 year)



PARENT

KEY FEATURES

- Educational Focus
- Core Game Play Mechanics
- Progressive Difficulty
- Simple and Intuitive UI
- Accessibility & Feedback



We built for real-user

Personas & user stories
guided design

Example: “Nicole, age 5,
loves animals!”

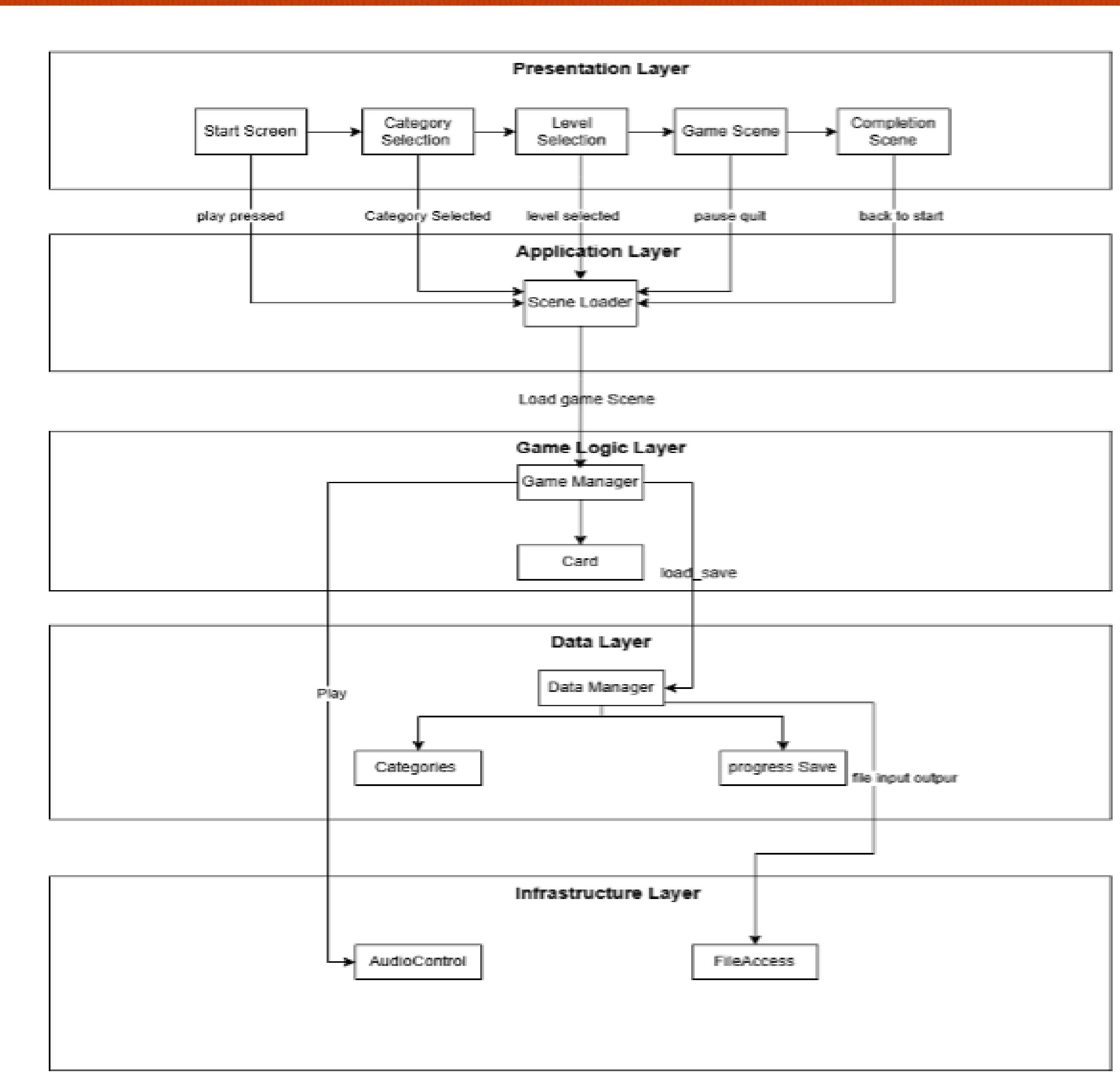
The image displays a central photograph of a young girl named Nicole, followed by five rectangular cards arranged around her, each containing a different type of user research or design artifact:

- A typical day:** A timeline showing Morning (Breakfast + Preschool), Afternoon (Drawingtime and Outdoorplay), and Evening/Night (IpadTime + Storybook + Sleep).
- My next/last vacation:** Went to zoo and loved the monkey area.
- These are my career plans:** I want to be a zookeeper.
- This is the challenge I want you to solve for me:** I want to learn the names of animals and fruits in a fun way!
- Reasons why I have not yet been able to solve this problem:** The game i have tried before are too hard or dont speak the name.
- Name:** Nicole
- Place of residence:** Hamburg, Germany
- Profession:** Preschool Student
- Age:** 5
- Marital status:** Single
- Hobbies:** Drawing animals, matching games, petting dogs
- This is me:** A photo of a young girl with long brown hair, wearing a yellow t-shirt.
- A typical quote:** Can i play the animal game again
- I use these apps most often/ I play these games most often:** Youtube Kids, Funflip, ABC Mouse
- That annoys me in everyday life:** Too many buttons or confusing menus
- That makes me happy:** When i hear claping or happy sounds after I do something right
- I'm afraid of that:** Scary or loud sounds, and making mistake infromt of others

Software Engineering Excellence

Modular & maintainable

5 Layer System Architecture



Tested for Success

Acceptance criteria for every feature

Manual testing

Test Protocol

Test Results Summary

Test Case	Result	Notes
TC01	Pass	Start screen loaded fast
TC02	Pass	Play button worked
TC03	Pass	Quit button closed app
TC04	Pass	Category selection worked
TC05	Pass	Level loaded correctly
TC06	Pass	Match logic correct
TC07	Pass	Mismatch handled
TC08	Pass	Audio toggle functional
TC09	Pass	Back button debounced
TC10	Pass	Flip response within time

Defect Log:

Test Case	Defect Class	Description
TC07	5 (Cosmetic)	Slight delay in card flip-back beyond ideal timing
TC04	4 (Small deviation)	Minor button alignment issue on category selection screen

Everyone Can Play!

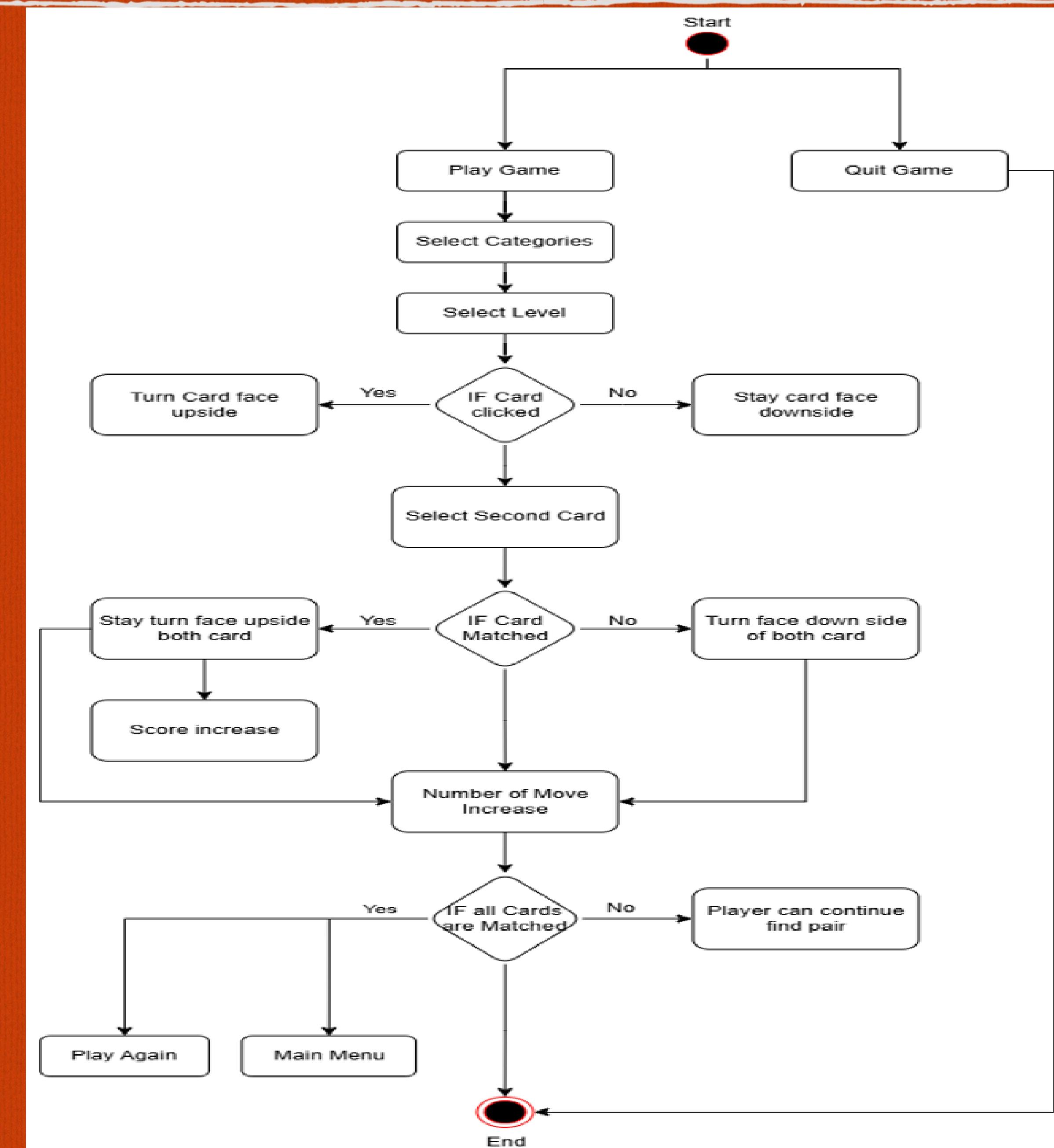
- Big buttons, clear visuals
- Audio cues for accessibility



Why We Stand Out

Feature/Strength	Funflips	Classic Game
Customizable	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Audio Feedback	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Educational	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Digital Convenience	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Score Tracking	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Replayability	<input checked="" type="checkbox"/>	<input type="checkbox"/>
Accessibility	<input checked="" type="checkbox"/>	<input type="checkbox"/>

Let's See It in Action!



Join the FunFlips Family!

Available for home and classroom
Try it today!

<https://lv-gitlab.intern.th-ab.de/swe/sose2025/swe-project-sdi-theeverest>

Thank You!

Questions?
Visit our demo station